

Cluichí Íocónacha Game Icons



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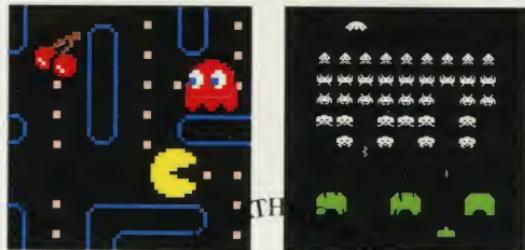
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©SEGA



© Nintendo



Éire
68c

Game Icons
Cluichi Íocónacha
PAC-MAN™ & ©BNGI

Game Icons
Cluichi Íocónacha
Space Invaders
©TAITO CORP. 1978, 2014



Éire
68c

Game Icons
Cluichi Íocónacha
Sonic The Hedgehog
©SEGA



Éire
68c

Game Icons
Cluichi Íocónacha
Mario © Nintendo

Technical Details

Date of Issue	— October 16, 2014
Value & Quantity	— 4 x 68c Block (256k)
Design	— Zinc Design Consultants
Stamp Size	— 33.8mm x 44.45mm
Colour	— Multicolour with phosphor tagging
Make-up	— Sheetlets of 16
Perforations	— 13.75 x 13.75
Printing Process	— Lithography
Printer	— Irish Security Stamp Printing Ltd.



Game Icons

On October 16, 2014, An Post issued four stamps in recognition of the popularity of computer video games.

Computer games first appeared in the early 1950s. Early games were quite basic and ran on large mainframe computers. The first commercially viable video game was 'Computer Space' in 1971. Developed as an arcade game, it laid the foundation for a whole new form of entertainment for young and old alike.

As computing technology evolved, video games diverged from large mainframe computers on to arcade, console, personal computer and most recently, handheld platforms. The stamps and first day cover were designed by Zinc Design Consultants and feature PAC-MAN™, Space Invaders™, Sonic the Hedgehog™ and Mario™ © (2014) Nintendo Co., Ltd.

PAC-MAN™ was released in 1980 by NAMCO BANDAI Games Inc.®. It is considered one of the classic games and an icon of 1980s popular culture. Space Invaders™ was one of the forerunners of modern video gaming. Released in 1978 by Taito®, it helped expand the video game industry from a novelty to a global industry.

Sonic the Hedgehog™ was created by SEGA® in 1991. Sonic has become one of the world's best-known video game characters, selling more than 80 million copies. Mario™ was created in 1982. Mario™ features in the Super Mario™ series which is the best-selling video game series in history.